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Assingment No. - 01

Problem Statement : Develop a scene in Unity that includes: i. a cube, plane and sphere, apply transformations on the 3 game objects. ii. add a video and audio source.

The code to develop a scene in Unity that includes a cube, plane and sphere, apply transformations on the 3 game objects, and add a video and audio source is as follows:

```
C#
using UnityEngine;

public class Scene : MonoBehaviour {

    public GameObject cube;
    public GameObject plane;
    public GameObject sphere;

    public AudioSource audioSource;
    public VideoSource videoSource;

    void Start() {
        // Apply transformations to the 3 game objects.
        cube.transform.Rotate(90, 0, 0); // Rotate the cube 90 degrees on
the x-axis.
        plane.transform.position = new Vector3(0, -1, 0); // Position the
plane at a y-coordinate of -1.
        sphere.transform.scale = new Vector3(2, 2, 2); // Scale the sphere
to twice its original size.

        // Play the audio clip.
        audioSource.Play();

        // Play the video clip.
        videoSource.Play();
    }
}
```

This code will create a scene with a cube, plane and sphere. The cube will be rotated 90 degrees on the x-axis, the plane will be positioned at a y-coordinate of

-1, and the sphere will be scaled to twice its original size. The audio clip will be played, and the video clip will be played.

To run this code, you will need to create a new Unity project and add the code to a script. You can then play the scene to see the transformations in action.

Here is a breakdown of the code:

- The `cube`, `plane`, and `sphere` variables are references to the 3 game objects in the scene.
- The `audioSource` and `videoSource` variables are references to the audio and video clips that will be played.
- The `Start()` method is called when the scene starts. In this method, the transformations are applied to the 3 game objects, and the audio and video clips are played.